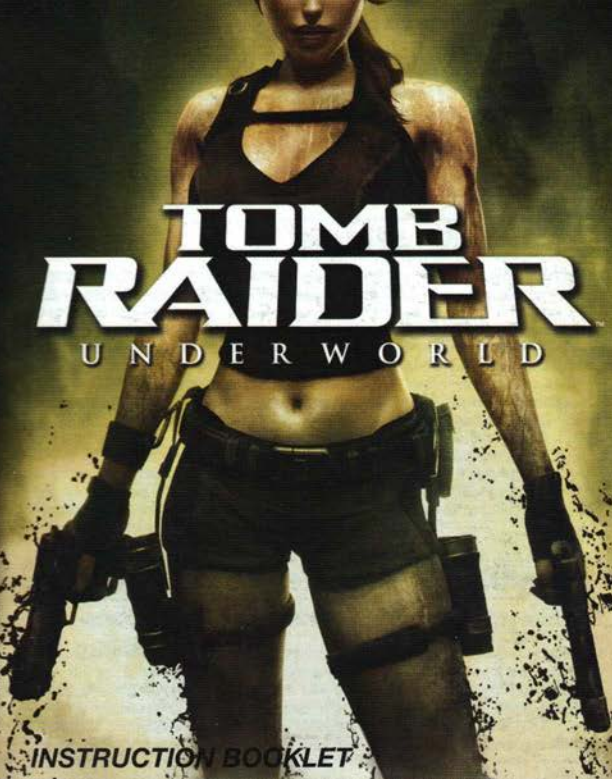


JOIN THE COMMUNITY  
[WWW.TOMBRAIDER.COM](http://WWW.TOMBRAIDER.COM)

NINTENDO DS™

# TOMB RAIDER

UNDERWORLD



INSTRUCTION BOOKLET



Eidos, Inc.  
1300 Seaport Blvd, Suite 100  
Redwood City, CA 94063

EmuMovies

Printed In USA

3000019644

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

#### **Convulsions**

#### **Altered vision**

#### **Eye or muscle twitching**

#### **Involuntary movements**

#### **Loss of awareness**

#### **Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.**



**Rumble Pak  
Compatible  
(sold separately)**

**THIS GAME IS COMPATIBLE WITH  
THE RUMBLE PAK ACCESSORY.**

## **CAUTION - Stylus Use**

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



LICENSED BY

**Nintendo**



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2006 NINTENDO. ALL RIGHTS RESERVED. This product uses the LC Font by Sharp Corporation, except some characters. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation. This product is using Mobiclip™, a software video codec of Actimagine. Mobiclip is a trademark of Actimagine. © 2008 Actimagine. All rights reserved. [www.mobiclip.com](http://www.mobiclip.com)

# CONTENTS

LARA CROFT .....	2
GETTING STARTED .....	4
GAME CONTROLS .....	5
GENERAL CONTROLS .....	5
ADVANCED CONTROLS .....	6
SAVING GRAB .....	6
THE GRAPPLE .....	6
WALL CLIMBING .....	7
WALL JUMP .....	7
POLE PERCHING .....	7
COMBAT .....	8
SITUATIONAL ADRENALINE .....	8
MORE GAME FEATURES .....	9
OBJECTIVES .....	9
CHALLENGES .....	9
ARTIFACTS .....	9
TREASURE CHESTS .....	10
INVENTORY OBJECTS .....	10
CHECKPOINTS & SAVING .....	11
LEVEL END .....	11
CREDITS .....	12



## LARA CROFT

At the age of nine, Lara Croft survived a plane crash in the Himalayan Mountains. Following this disaster, her mother mysteriously disappeared when Lara's curiosity resulted in the activation of an ancient device in an abandoned Tibetan monastery.

After miraculously surviving a ten-day solo trek to Kathmandu, Lara spent the rest of her childhood under the close tutelage of her archaeologist father, Richard Croft, the late Earl of Abbingdon. At 18, Lara inherited the Croft estates and became Countess of Abbingdon, her father having died years before.

The earl had spent his last years searching for the mythical land of Avalon, believing that his wife Amelia had been transported there from the Himalayas. Lara did not share his belief—until an old friend, Amanda Evert, previously thought killed on a dig in Peru, reappeared many years later with evidence that changed Lara's mind.

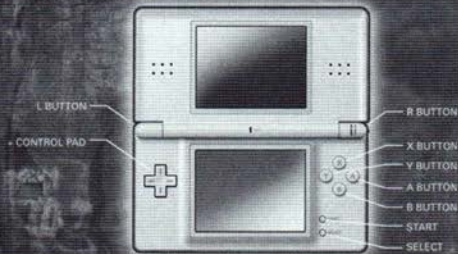
Among her adventures, Lara has faced many dangerous adversaries—but none were as implacable or ruthless as Jacqueline Natla. After betraying and being imprisoned by her peaceful and just co-rulers, this immortal Queen of Atlantis was released by chance in a nuclear test.

She immediately resumed her diabolical quest to usher in the apocalyptic Seventh Age—and would have succeeded had she not been entombed beneath an Atlantean pyramid after it exploded at the climax of her encounter with Lara. Lara Croft has been hailed both as an archaeological wunderkind and a glorified treasure hunter. Countless rumors surround her exploits, invariably involving the unexplained or outright unbelievable.

Lady Croft herself is rarely available for comment, which further adds to the fog of mystery that surrounds her life and work. Consequently, Lara Croft continues to be the focus of wild speculation and intense debate.

Idealized and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our time.

## GETTING STARTED



1. Turn OFF the Nintendo DS™ system by pressing the Power Button. (Never insert or remove a Game Card when the power is ON.)
2. Insert the *TOMB RAIDER: UNDERWORLD* Game Card into the Game Card slot on the back of the Nintendo DS™ and push until it clicks into place. The label should face toward the bottom of the Nintendo DS™ system.
3. Turn ON the Nintendo DS™ system by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.
4. Touch the *TOMB RAIDER: UNDERWORLD* icon on the Touch Screen. The game's Title Screen sequence will appear.


## GAME CONTROLS

### GENERAL CONTROLS

+Control Pad ◀ / ▶	Move Lara left / right
B Button	Jump / Pull up from ledge / Jump off slope
+Control Pad ▼ (hold)	Crouch
+Control Pad ▼ (hold) + ◀ / ▶	Walk left / right while crouched
Y Button	Fire weapon(s)
A Button	Kick
+Control Pad ◀ / ▶ + A Button	Forward Roll
X Button	Interact / Action / Saving grab
R Button	Lock aim onto enemy / Cycle aim between enemies
+Control Pad ▼ + B Button	Slide attack
+Control Pad ◀ / ▶ + B Button (while locked on to enemy)	Jump evade
START	Pause Menu to access objectives, etc.
SELECT	Help-On-Demand



## ADVANCED CONTROLS

+Control Pad  /  /  / 	Lara swims up / down / left / right
Y Button	Fire spear forward
L Button	Fast 180° turn
A Button	Fast swim

- ▼ When Lara swims underwater without Diving Gear, she uses up air and her Breath Meter decreases. If the meter empties completely, this directly affects Lara's health level: she must surface for air or risk drowning.



## SAVING GRAB

Sometimes Lara may barely make an attempted jump and be hanging on perilously by one hand.

- ▼ Tap the X Button to perform a saving grab.


## THE GRAPPLE

Lara has a grapple and line to hand that she can use to cross wide gaps that cannot be jumped. To activate the grapple:

- ▼ Jump toward where you want to attach it and press the X Button to launch the hook.
- ▼ Swing across the gap using the +Control Pad  or .
- ▼ Press the B Button to detach from the grapple while swinging forward.

## WALL CLIMBING

Lara can wall climb on appropriate vertical surfaces. Keep a lookout for climbable walls in the adventure.

- ▼ Jump onto the wall using the B Button.
- ▼ Climb on the surface using the +Control Pad.
- ▼ Press the +Control Pad  and press the B Button to release Lara's grip and drop to the ground.




## WALL JUMP

Lara can perform an athletic wall jump when two suitable opposing walls are close enough for her to jump from one to the other.

- ▼ Jump toward a wall by pressing the B Button.
- ▼ When Lara connects with the wall, quickly press the B Button. Lara will jump back off the wall.
- ▼ Press the B Button repeatedly to have Lara bounce upward between the walls.

## POLE PERCHING

Lara can also perch on horizontal poles.

- ▼ Press the B Button. Lara will jump and grab the pole.
- ▼ Hold the +Control Pad  and press the B Button to have Lara perch on the pole.
- ▼ Press the +Control Pad  or  and press the B Button to make Lara jump from the pole.

## COMBAT

Lara always has her trademark dual pistols available with unlimited ammo, but she will find other weapons and appropriate ammo in her adventures. These weapons will be displayed on the Touch Screen. Select them by touching the Touch Screen icons.

- ▼ Press the R Button to lock onto an enemy.
- ▼ Press the Y Button to fire.
- ▼ Press the L Button to throw a grenade.

## SITUATIONAL ADRENALINE

At particularly dangerous moments in the adventure, Lara will experience a massive adrenaline rush: her vision will distort and everything will appear to be happening in slow motion.

Lara will then have to perform some sort of action to survive the danger; for example, she'll have to jump to avoid a lethal object hurtling toward her. Look out for these Situational Adrenaline episodes and figure out what to do next.

## MORE GAME FEATURES

### OBJECTIVES

In each chapter of the game, a series of objectives is presented as the game progresses. A New Objective set is indicated when the Square Icon appears on the Top Screen.

- ▼ Press START and select *OBJECTIVES* to check on what you have to do.
- ▼ When an objective in a chapter is completed, it is checked off on the list.

### CHALLENGES

Different challenges will be presented that require you to use the Touch Screen to perform actions, such as:

- ▼ Manipulating pieces of the environment.
- ▼ Placing keys to unlock passages.
- ▼ Removing dirt and debris from ancient objects.
- ▼ Fighting off creatures.

### ARTIFACTS

In many chapters, you can find three hidden Artifacts. *TOMB RAIDER: UNDERWORLD* has 240 Artifacts in all.

Select *TREASURES* in the Main Menu to view the Treasures you've found or solved. Unlocking Treasure Puzzles also releases Artifacts.

As you collect additional Artifacts, you will unlock bonus content Extras that are shown in the Main Menu (Character / Location Concept Art and Profile).



## TREASURE CHESTS

Lara will come across a number of chests in the adventure. These contain special Artifacts, but they are locked. Solving the puzzle of a Treasure Chest rewards you with the Artifacts inside. You do not have to solve the puzzle immediately; chests can be collected during the adventure and solved later from the Main Menu. A Treasure Chest puzzle is shown on the Touch Screen and requires you to drag differently shaped puzzle pieces using the stylus to fit into a pre-defined shape.

- ▼ Touch and slide puzzle pieces into the correct position on the Touch Screen.
- ▼ Touch the question mark icon to view a hint for that puzzle.
- ▼ Touch the circular arrow to reset the pieces.
- ▼ Press the B Button to exit the puzzle.

## INVENTORY OBJECTS

Throughout the adventure, Lara can collect inventory objects that can be useful to her. For example: oil can be used for lighting a flame torch; cogs can be used to repair a mechanical puzzle.

- ▼ Objects are always used in the chapter they are found in.

## CHECKPOINTS & SAVING

*TOMB RAIDER: UNDERWORLD* saves automatically each time Lara passes a checkpoint or completes a chapter. This saves the most recent chapter reached as well as any Artifacts, Treasures and statistics, but does not save the location within the chapter.

When continuing a saved game or replaying a chapter from the Main Menu, Lara starts at the beginning, even if she had passed a checkpoint on a previous playthrough.

## LEVEL END

When you reach the end of a level, you receive a Level Summary showing:

- ▼ Time taken to complete the level.
- ▼ Number of enemies killed (if any were present).
- ▼ Lara's "Deaths."
- ▼ Artifacts and Treasure Chests found.
- ▼ Details and name of the next chapter.



# CREDITS

## CRYSTAL DYNAMICS

### SENIOR PRODUCER

Alex Jones

### CREATIVE DIRECTOR

Eric Lindstrom

### LEAD PROGRAMMER

Rob Pavey

### ENVIRONMENT ART DIRECTOR

Patrick Sirk

### LEAD ENVIRONMENT ARTIST

Daniel Neuburger

### LEAD DESIGNER

Harley White-Wiedow

### LEAD ANIMATOR

Primo Navidad

### LEAD CHARACTER ARTIST

Kam Yu

### EXECUTIVE PRODUCER

Matthew Guzenda

### ART TEAM

#### ENVIRONMENT ARTISTS

Matthew Abbott

Scott Anderson

Matthew Bein

Inna Cherneykina

Simon Craghead

Jeremy French

Yu Gu

Jeff Johnsrude

Brian Keffer

Steve Kody

Justin Lamperski

Edward J. Lee

Roberto Moreno

Eli Robles

Cassie Sandline

Caleb Strauss

Chris Stungill

Jacob Tai

Chris Webb

### TECHNICAL ART

Robert Cheng

Rick Gilliland

David Suroviec

David Lewis

### ANIMATORS

Suna Kang

Ben Harrison

Jake Spence

Nelson Tam

### ADDITIONAL ANIMATION

Brandon Fernandez

Jeff Wilcox

### CHARACTER ARTISTS

Chris Anderson

Cheryl Austin

### EXTERNAL ART DIRECTOR

Murphy Michaels

### DESIGN TEAM

#### LEAD LEVEL DESIGNER

Kyle Mannerberg

#### ASSISTANT LEAD LEVEL

DESIGNER

Stephen McManus

### LEVEL DESIGN

Jeremy Bredow

Jesse Johansen

Stephen McManus

Jeff Wajcs

Ray Yoomans

Steve Yoshimura

### LEAD CAMERA DESIGN

Riley Cooper

### CAMERA DESIGN

Jim Conrad

Mario Di Pest

### LEAD SYSTEMS DESIGNER

Steve Goodale

### SYSTEMS DESIGN

Daniel Bryner

Alex Vaughan

John Hsia

Casey Holtz

Joe Quadara

Jason Weesner

### PUZZLE TEAM

### LEAD TECHNICAL DESIGN

Matt Roberts

### TECHNICAL DESIGN

William Gahr

### LEAD OBJECT ARTIST

Garin Mazaika

### OBJECT ART

David Gustlin

Shao Wei Liu

Marc Senteney

Tai Tang

Jesse Warren

James Yamaoka

## PRODUCTION TEAM

### PRODUCERS

Dan Atkins

Arnab Basu

Kari Hattner

Randy Hauser

Juli Logemann

Adam Phillips

Elio Rutigliano

Benny Ventura

Sam Vuong

### PROGRAMMING TEAM

#### LEAD COMBAT PROGRAMMER

Mark Botta

#### LEAD PLAYER PROGRAMMER

Matthew Gaston

#### LEAD RENDER PROGRAMMER

Sean Skelton

### PROGRAMMERS

Steve Austin

Ke-Tien Chang

Bradley "Be-Rad" Johnson

Ergin Dervisoglu

Tom Fong

Nathan Frost

Andrew Hynick

Jay McKee

Dave Modiano

Steve Perez

Adam Rogers

### ADDITIONAL GAME

### PROGRAMMING BY

### BUZZ MONKEY SOFTWARE

Patrick Brott

Daniel Koozer

Benjamin Lemer

Dave Merrill

Jon Milnes

Eldon Rivers

N. Alex Scott

## BUILD ENGINEER

Jason Johnson

## BUILD TESTING

Matt Trudell

Rich Dezimmo

## ENGINE TEAM

## PRODUCTION

### SENIOR PRODUCER

Sam Newman

### PRODUCERS

Corinne Crowley

Steve Gonzalez

Jarrett Jamili

Eric Chung Tak Tam

### LEAD PROGRAMMERS

#### TEAM LEAD

Jason Bell

#### AUDIO LEAD

Sean Gugler

#### WORLD LEAD

Scott Krotz

### ANIMATION & PHYSICS LEAD

Gary Sneathen

#### NIXXES LEAD

Jurjen Katsman

### CORE TOOLS LEAD

Patrick Den Bekker

### RENDERING LEAD

Tim Van Klooster

### TECH ART LEAD

Joe Stinchcomb

## PROGRAMMING

Ian Clarke

Villads Bonding Einfeldt

Darrell Dennies

Mike Gonzales

Thomas Hagen

Komei Harada

Sylvester Hesp

David Hof

Sjors Jansen

Ted Johnson

Parashar Krishnamachari

David Lewis

Andy Lorino

Jim Offerman

Tim Pease

Brian Pickrell

Carsten Sørensen

Larry Reed

Anthony Thibault

## SUPPORT

Norman Morse

Philip Bloom

James Hui

Katie Bieringer

Neal Kaplan

## BRAND TEAM

### SENIOR BRAND MANAGER

Kathryn Clements

### CREATIVE SERVICES TEAM

### CREATIVE SERVICES MANAGER

Troels Folmann

### PRODUCERS

Forest Swartout Large

Rosaura Sandoval

## CINEMATICS

### CINEMATICS DIRECTOR

Toby Gard

#### CINEMATIC ANIMATORS

Shaun Budhrum  
Catherine Feraday Miller  
Ryan Goldsberry  
Phil Knuffold

#### TECHNICAL ANIMATOR

Kehvin Chu

#### VISUAL EFFECTS

##### EFFECTS LEAD

Gavin Wood

##### EFFECTS ARTISTS

Joe Allen  
Brandon Bickford  
Mike Oliver

#### AUDIO

##### AUDIO LEAD

Karl Gallagher

##### SOUND DESIGNER

Mike Pearslee

##### AUDIO ENGINEERS

Brian Sharp  
Gregg Stephens

#### ADDITIONAL SOUND DESIGN

Burke Trieschmann

#### MUSIC COMPOSED BY

Colin O'Malley  
Troels Folmann

#### ART

##### CONCEPT ARTISTS

Joel Bouquiemont  
Seamus Gallagher  
Jens Holdener  
Angie Lai  
Christian Piccolo

##### ADDITIONAL CONCEPT ART

Brenoch Adams

##### UI DESIGNED BY

Pat Guarino

#### AV SUPPORTED BY

Estuardo Sandoval  
Jae Shin

#### DIGITAL ASSETS LIBRARIAN

Heather Polubinski

#### SHARED DESIGN TEAM

##### PRODUCER

Daniel Kim

##### LEAD EXTERNAL DESIGNER

Vance Wallace

##### DESIGNER

Bryan Enriquez

#### QUALITY ASSURANCE TEAM

##### QA MANAGER

Christopher Bruno

##### QA LEADS

David Pugin  
Ian Johnson  
Joseph Greer  
Josh Hicks  
Ken Chua

##### QA ASSISTANT LEADS

Audrey Spoor  
Edgar Landeros  
Christopher "C-Bug" Mongan  
Mandy Draeger  
Mitch Doran

##### QA TECHNICIANS

Johnny "Crash" Allen  
Michael R. Murray  
Phaedren Lee  
Joseph Njoku Obi III  
David Gordillo  
Andrew West Horton  
Brian Randall  
Jon Brown  
Ben Stoddard  
Alice Grumstra  
John Paul Lungaro  
Jason Randall

#### CRYSTAL DYNAMICS STUDIO

##### GENERAL MANAGER

Sean Vesce

##### DIRECTOR OF ART

Darrell Gallagher

##### DIRECTOR OF DESIGN

Noah Hughes

##### DIRECTOR OF TECHNOLOGY

John Pursey

##### SENIOR HR MANAGER

Michael Wharton

##### HR REPRESENTATIVE

Joveth Gonzalez

##### EXECUTIVE ASSISTANT

Victoria Vitalie

##### FINANCE

Luis Barson  
William Qin

##### LEGAL & BUSINESS AFFAIRS

MANAGER

Clint Waasted

##### IT DIRECTOR

Brian Venturi

##### IT DEPARTMENT

Richard Campbell  
Robert Fitzpatrick  
Ramaby Go  
Robert Hernandez  
Patrick Laciste  
Andre Rodriguez  
Travis Rogers

##### PAYROLL & BENEFITS

ADMINISTRATOR

Dee Edwards

##### FACILITIES

Claire Laike  
Tilo Ortega

##### RECEPTIONIST

Liz Adelman

#### PRODUCTION BAHIES

Chloe Jane Austin  
Dylan Cole Austin  
Eliza Irene Bell  
Jonas William Bell  
Amelia Rose Fernandez  
Miriam Cecelia Folmann  
Oisin Gallagher  
Jin Apollo Gard  
Kian William Goldsberry  
Millie Belle Goldsberry  
Martin Guzendia  
Dylan David Keffler  
Gemma Maria Krotz  
Troy Isaac McKee  
Maxton Aaron Newman  
Gabriella Perez  
Dashiell Keith Pickrell  
Alexia Anne Snethen  
Gary Elliot Snethen  
Jack Duggan Spence  
Grayson Benicio Ventura  
Lila Mei Vesce  
Brennen Vuong  
Lucy Bea White-Wiedow  
Jessica Hui Chen Yu

#### CEO

Mark "Beno" Bell

#### TECHNICAL DIRECTOR

Diego "Eggy" Link

#### PRODUCER

Jason "Lars" Bergquist

#### PRODUCTION

Adam "Suits" Danielski

#### LEAD PROGRAMMER

Chris "Oz" Osborn

#### SINCEREST THANKS

William Beacham  
John Chowanec  
Nick Ferguson  
Morgan Gray  
Lulu LaMer  
Tim Longo  
Lucas Machado  
Anna Marsh  
Sarah Van Rompaey  
Andrew Wood

The *TOMB RAIDER: UNDERWORLD* development team would like to thank our families, husbands, wives, children, significant others and everyone else who helped us during the making of *TOMB RAIDER: UNDERWORLD*. We could not have made it without you!

#### SANTA CRUZ GAMES

##### PROGRAMMERS

Andrew "Nasa" Ames  
Adam "Fluffy" Freidin  
Arthur "AJ" Jones IV  
Jonathan "Druid" Panitaja  
Brendan "SeaMonkeys" Seaman

##### ARTISTS

Zach Cox

Andrew "Tiki" Webster  
Kenneth "Mystaro" Anderson  
Jeremy "Photon" Vinar  
Mike "Corrupto" Roush  
Leo "Rocky" Braz Da Cunha

#### SPECIAL THANKS

John Bautista  
Gabriel Betancourt  
Javier Burgos  
Nick Cooper  
Phil Defreitas  
Leif Estes  
Mike Fudge  
Omar Jamal  
Ben Shafer  
Logan Starkenburg  
William Stoneham  
Paul Sullivan  
Jake Wenadler  
David Witters  
David Yoon

##### LEAD ANIMATOR

Ed "Munster" Gregg

##### ANIMATORS

Erin "Snow" Pearce-Zuazua  
Pat "Mach 3" Gillette

##### LEAD DESIGNER

Alex "CV" Neuse

##### DESIGNER

Danny "Danger" Johnson

##### SPECIAL THANKS

Michael "Tweak" Mayers  
Guillermo "Character" Romero Jr.



**QA MANAGER**

Ian Rowsell

**QA SUPERVISOR**

Emmanuel-Yvan Ofec

**QA LEAD TESTERS**

Anne-Marie Pelletier

Jonathan Larocche

**QA TESTERS**

Alexandre Garmeau

Alexandre Leblanc

Alexandre Zenga

**EIDOS MONTREAL**

Basil M. Pesin

Blaise Boileau-Fournier

Blake Marsh

Brent Tighe

Fabien Morisson

Frédéric Comtois

Guillaume Fortin-Debigaré

Jacob Young

James O'Neill

Jean-François Gauthier

Joey Di Zazzo

Joseph Serrao

Justin Bulman

**EIDOS U.S.****GRAPHIC DESIGNER**

Connie Cheung

**ASSOCIATE WEB PRODUCER**

John Lerma

**WEB DESIGNER**

Kelly Xu

**REGIONAL SALES MANAGER**

Holly Robinson

**SALES & MARKETING SERVICES**

MANAGER

Ilana Budnitsky

**CHANNEL MARKETING**

SPECIALIST

Rafal Dudziec

**OPERATIONS MANAGER**

Gregory Wu

**OPERATIONS ANALYST**

Lisa Sakurai

**U.S. MASTERING & SUBMISSIONS**

SUPERVISOR

Jordan Romaidis

Marc-André Chérilus

Martin Frappier

Mathieu Fairfield

Michael St-Denis

Paul Gordon

Philip Grohe

Philippe Cadieux

Simon Lavendière

Stefan Horvath

Walter Herrera

Yan Chayer

**EVENT SPECIALIST**

Rudy Geronimo

**U.S. MANUAL**

Hanshaw Ink &amp; Image

**SPECIAL THANKS**

David Bamberger

Matt Dahlgren

Diane Eng

Rob Fitzpatrick

Bill Gardner

Matt Gorman

Dany Jang

Tom Nguyen

Rick Reynolds

James Song

Mikael Tran

Roderick Van Gelder

Robert Tang

**MOTION CAPTURE STUDIO****GLANT STUDIOS**

Greg Philyaw

**MOTION CAPTURE ACTORS**

Lara

Heidi Moneymaker

Dana Reed

Chrissy Weathersby

Amanda/Amelia

Helena Barrett

Natla

Tate Hanyok

Doppelganger

Stacey Carino

Zip

Jai Cortland

**STUDIOS**

Alister

Crispin Freeman

Winston

Adam Clark

**STUNT COORDINATORS**

Noon Orsatti

Dan Lemieux

**HEAD STUNT RIGGER**

Dan Hannigan

**STUNT RIGGER**

Jon Arthur

**SET AND PROP DESIGNER**

Ryan Adams

**VOICE OVER STUDIOS**

SALAMI STUDIOS

SIDE UK

**STORY**

Eric Lindstrom

Toby Gard

**SCREENPLAY**

Eric Lindstrom

**ADDITIONAL STORY**

The Freeman Group

For Kyle

**VOICE OVER DIRECTOR**

Kris Zimmerman

**VOICE TALENT**

Lara

Keeley Hawes

Amanda

Kath Soucie

Natla

Grey DeLisle

Zip

Alex Désert

Alister &amp; Mercenary

Greg Ellis

Winston

Alan Sherman

**EXECUTIVE VICE PRESIDENT OF**

SALES &amp; MARKETING

Robert Lindsey

**CHIEF FINANCIAL OFFICER**

Malcolm Dunne

**SENIOR DIRECTOR**

HUMAN RESOURCES

Lisa Dennis

**MARKETING DIRECTOR**

Karl Stewart

**SENIOR MARKETING MANAGER**

Matt Knoles

**SENIOR PR MANAGER**

Oonagh Morgan

**PR SPECIALIST**

Stanley Phan

**CREATIVE SERVICES PROJECT**

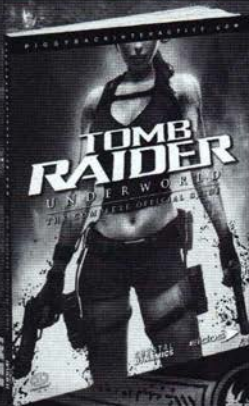
ADMINISTRATOR

Julie Moretti

**SENIOR GRAPHIC DESIGNER**

Mike Cala

# THE UNDERWORLD AT YOUR FINGERTIPS



AVAILABLE  
NOW!

## EXPLORE EVERYTHING. STOP AT NOTHING.

UNLOCK EVERY SECRET! THE GORGEOUS FULL-COLOR TOMB RAIDER UNDERWORLD: COMPLETE OFFICIAL GUIDE IS THE PERFECT TRAVEL COMPANION FOR EVERY LAST STEP OF LARA'S LATEST ADVENTURE. CREATED WITH EXCLUSIVE CONTRIBUTIONS FROM THE CRYSTAL DYNAMICS DEVELOPMENT TEAM AND PACKED WITH STUNNING ARTWORK, THIS GUIDE WILL LEAD YOU THROUGH THE UNDERWORLD SAFELY AND WITH STYLE.

VISIT [WWW.PIGGYBACKINTERACTIVE.COM](http://WWW.PIGGYBACKINTERACTIVE.COM)  
FOR FREE SAMPLE PAGES.

© 2008 Piggyback Interactive Limited. All rights reserved. Piggyback is a registered trademark of Piggyback Interactive Limited. The Piggyback logo is a trademark of Piggyback Interactive Limited. Tomb Raider: Underworld © Eidos Interactive Ltd. 2008. Published by Eidos, Inc. Developed by Crystal Dynamics Inc. Tomb Raider, Tomb Raider: Underworld, Crystal Dynamics, Eidos and the Eidos logo are trademarks of Eidos Interactive Ltd. All rights reserved.

REGISTER ONLINE AT  
[WWW.EIDOSREGISTRATION.COM](http://WWW.EIDOSREGISTRATION.COM)

### EIDOS LIMITED WARRANTY

The medium (i.e., disc/cartridge) on which an Eidos game software product is recorded ("Game Disc") is warranted to the original purchaser of the product to be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. If the Game Disc is found to be defective in materials and workmanship within 90 days from the date of purchase, Eidos agrees to replace the Game Disc to the original purchaser thereof, free of charge, upon receipt of the Game Disc and required proof of purchase. The foregoing replacement remedy is the sole and exclusive remedy for breach of the foregoing limited warranty, and Eidos shall have no obligation to provide such remedy (i.e., free Game Disc replacement) with respect to (i) any recording medium damaged by abuse, mistreatment or neglect (e.g., cracks, scratches, damage from application of chemicals), (ii) any defect arising after ninety (90) days from the original date of purchase of the corresponding product or (iii) in instances where the original purchaser cannot produce a copy of the original sales receipt dated no earlier than 90 days preceding the date of return.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including, without limitation, any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Eidos. If any such warranties are incapable of exclusion, then such warranties applicable to an Eidos software product are limited to the 90-day period described above. In no event will Eidos be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of an Eidos software product, including damage to property, and to the extent permitted by law, damages for personal injury, even when Eidos has been advised of the possibility of such damages. Some jurisdictions do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitation and/or exclusion of liability may not apply to you. In such jurisdictions, Eidos' liability shall be limited to the fullest extent permitted by law.

### WARRANTY CLAIMS & PRODUCT SUPPORT

For warranty claims and product support, please contact us at [support.eidosinteractive.com](mailto:support.eidosinteractive.com) (or [www.eidosinteractive.com](http://www.eidosinteractive.com)) or (650) 421-7670. Our Customer Services Department personnel are available between the hours of 9:00 a.m. and 4:00 p.m. (Pacific time) Monday through Friday (except holidays). You are responsible for all toll charges. Customer Support Representatives will not provide game hints, strategies, or codes.

To initiate a warranty return, you will need an RMA# ("Return Merchandise Authorization") from our Customer Services Department. (Any materials not containing an RMA# sent to Eidos may be returned unprocessed.) In many cases, return and replacement of a Recording Medium or Manual isn't the best solution for the problem(s) you may be experiencing or replacement may not be covered under the foregoing limited warranty. Our Customer Services Department personnel can help you determine if replacement is necessary and covered under warranty.

In the event the Recording Medium or Manual is confirmed to be defective and replacement is subject to the foregoing limited warranty, you will need to return, postage prepaid, the Recording Medium/Manual (along with its packaging, unless advised to the contrary by Eidos Customer Service Department personnel) together with a copy of your original sales receipt (dated no earlier than 90 days preceding the date of your return), and a statement containing a brief description of the difficulty you are experiencing the applicable RMA# you have been issued, your first and last name, return address, email address and phone number to Eidos Customer Service at the following address to receive warranty replacement:

Eidos, Inc.  
RMA# (state your authorization number here)  
1300 Seaport Boulevard, Suite 100  
Redwood City, CA 94063

Tomb Raider: Underworld © Eidos Interactive Limited 2008. Developed by Crystal Dynamics Inc. DS version developed by Santa Cruz Games, LLC. Published by Eidos, Inc. Tomb Raider, Tomb Raider: Underworld, Crystal Dynamics, the Crystal Dynamics logo, Eidos, and the Eidos logo are trademarks of Eidos Interactive Limited. The Santa Cruz Games logo is a trademark of Santa Cruz Games, LLC. The rating icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners. All rights reserved.